```
#m_scale
#m_position
#m_forwardVector
#m_up

ec::Transform3D
```

```
+ Transform3D()
+ ~Transform3D()
+ UpdateLocalMat()
+ GetLocalPosition()
+ GetLocalMat()
+ GetUpVector()
+ GetForwardVector()
+ GetTranslation()
```

+ GetTranslationX() + GetTranslationY() and 34 more...